

# DRUID: CIRCLE OF THE CURSED TWISTED MOON - No Images

**D**RUIDS ARE KNOWN FOR BEING IN TOUCH WITH THE natural, but those who belong to the Circle of the Twisted Moon are in touch with the unnatural as well.

The origin of many creatures are simply products of the natural world and others can boast origins which are divine in nature. But some stem from much more unnatural beginnings; some were created, some were corrupted. These are known as Monstrosities, and these creatures are the specialty of Twisted Moon Druids.

Just as Behir were created to combat Dragons by Giants, or Chimaera by Wizards, or Blink Dogs by Fae - Twisted Moon Druids can be created by any suitably magically powerful being. They can also be corrupted into existence; just as Ettercaps once were Druids that spent too long as spiders, Twisted Moon Druids can spend too long around Monstrosities and begin to take on their qualities. Moreover, they can simply spring into existence seemingly randomly, like when a child wild shapes into a Cockatrice, taking the Druid community it hails from by surprise.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Cursed Twisted Moon Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

## Circle of the Cursed Twisted Moon Spells

Druid Level	Circle of the Cursed Twisted Moon Spells
1st	Detect Evil and Good, Ray of Sickness
3rd	Ray of Enfeeblement, Spiderclimb
5th	Stinking Cloud, Vampiric Touch
7th	Blight, Sickening Radiance
9th	Cloudkill, Enervation

## COMBAT WILD SHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

## MONSTROUS FORMS

At 2nd level, the rites of your Circle grant you the ability to transform into more dangerous monster forms. Starting at 2nd level, you can use your Wild Shape to transform into a monstrosity with a challenge rating of ½. For these monstrosities you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there. To transform into a Monstrosity costs 2 uses of your Wild Shape feature.

Starting at 3rd level, you can transform into a Monstrosity with a challenge rating as high as your druid level divided by 3, rounded down.

If you wish to transform into a Beast instead, you can do so, as long as you follow the usual Max CR column of the Beast Shapes table.

## REINVIGORATED WILD SHAPE

At 6th level, whilst transformed, you can reinvigorate your wildshape form you are currently in. Using an action you can expend the amount of spellslots equal to the Challenge Rating of the Form (e.g if the CR is 2; you can spend a 2nd level spell or 2x 1st level spells); in doing so you can restart the timer as if you'd just transformed into the Form. Also, as part of that action you can roll as many of the Form's Hit Dice available, and heal the result rolled plus the Form's constitution modifier, for every die rolled. The forms Hit Dice reset on a long rest.

## MONSTROUS FORMS IMPROVEMENT

At level 10, you can now transform into a Monstrosity using your Monstrous Forms wildshapes by expending 1 use of your Wild Shape, instead of 2.

## MONSTROUS CANTRIPS

Beginning at 14th level, you can cast cantrips in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a cantrip while in a Beast or Monstrosity form, but you aren't able to provide material components.